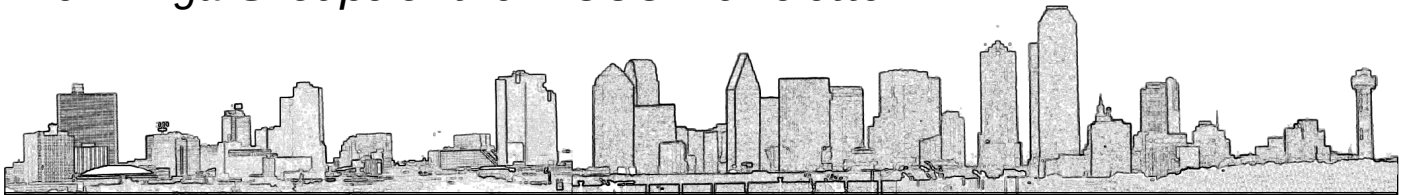


The AGM Journal

The Amiga Groups of the MCCC Newsletter



Fort Worth

Volume 15 Issue 5 — October 1997

Dallas

Flea Market Extravaganza

It's Coming Soon

By Mark Stodola

What, you may ask, is The MCCC Flea Market Extravaganza and what has happened to METCOM? Well, it was decided by the MCCC Board of Directors that, because of our declining membership, our club could not put on a proper METCOM. Something had to be done to take its place so the MCCC Flea Market Extravaganza was born. The Extravaganza will basically be our usual flea market, along with local dealers (Commodore Country has already committed to show) and a few other goodies.

THE FACTS

Date: Saturday, October 25
Time: 12:00 PM until 4:00 PM
Place: The Brookside Convention Center
Cost: Free

DIRECTIONS & PARKING

The Brookside Community Center is located at 1244 Brookside Drive in Hurst. To get to the Community Center get to Highway 183/121 and take the Precinct Line Road exit and drive south on Precinct Line Road. After approximately 0.3 miles turn left (east), on Bedford Euless Road. Drive 0.4 miles to Brookside Drive. The Community Center is on the southeast corner.

FLEA MARKET

The flea market will be a little different then at METCOM. As usual, the flea market will be open to members for a fee of 5% on items sold. The board has decided to open up the flea market to non-members for a fee of 10% on items sold. Spread the word to all your non-member Amiga friends, or former Amiga users. Flea market forms will be available at the October chapter

meetings. Items will also be collected during the October chapter meetings. If you can not attend the meetings the collectors listed below have forms and will take your items. Please call one of us by October 18 to make arrangements for your items.

Collector	Area	Phone Number
Mark Stodola	Cedar Hill	(972) 299-6824
Ned Kelly	Arlington	(817) 277-5825
David Owens	Fort Worth	(817) 577-2304
Ken Doll	Plano	(972) 424-9782

OTHER ATTRACTIONS

We will be having door prize drawings throughout the day... you will need to be present to win. The entire software library for the Amiga will be available to members. The annual special on memberships will be offered: thirteen months for the price of twelve. This offer is good even if your membership is unexpired. We also hope to have a few computers set up so you can ask the club's resident gurus for help and advice.

So mark your calendar for Saturday, October 25, and dust off your unused hardware and software. Spread the word, save up your money and prepare for a good time. The countdown for The MCCC Flea Market Extravaganza has begun!

P.S. — Your help is needed to make the show a success. Please, if you can help, let me know. You can call me at (972) 299-6824, or leave me e-mail at either the club BSS or at mstodola@whytel.com. AGM

Darreck Lisle Speaks

*A Report of his visit and talk at AUoH (Amiga Users of the Heartland)
September 16, 1997*

Darreck Lisle is the Public Relations and Events Coordinator for Amiga, Inc. The following is a report of his talk at the Amiga Users of the Heartland meeting. ...Bill Raecke

Mr. Lisle started off by telling the club how he got his job at Amiga, Inc. Basically, he got the job by continually offering his services until Gateway 2000 finally gave in. He stated he has an Amiga 1200 on his desk for work purposes, and an Amiga 4000T for home use. The A4000T at home has an 060 card, a Catweasel controller with two HD floppies, and additional expansion equipment.

He also talked about why we haven't heard any press releases from Amiga, Inc. License disputes and liquidator disputes need to be resolved before a press release can be approved. The Vice President hiring process is nearing completion so, barring any further delays, we should be hearing a press release soon.

Amiga International is the marketing arm of Amiga and is based in Germany. Amiga, Inc. is the R&D arm of Amiga and is based in North Sioux City, South Dakota.

Darreck then went on to talk about Amiga, Inc.'s approach to marketing. Open licensing will be utilized to speed up development while Amiga, Inc. completes its start-up cycle. One application for this open licensing could be in the area of Consumer Electronics where a small, highly-stable OS is critical. Some applications he speculated on include a palmtop Amiga, an Amiga-based security system, Amiga-based smart homes and Amiga-based cable TV boxes. A comment was made how it would be bad for the system running your house to crash because you would have to reboot your house.

Companies are coming to Amiga, Inc. with requests to receive licenses so they may pursue development on Amiga-based consumer electronics applications. It is Darreck's opinion that Amiga has a bright future because Amiga International and Amiga, Inc. are starting a cycle of slowly gaining momentum which will build in the upcoming months.

Another possible use of the Amiga technology may be into the existing Gateway Destination market. This technology incorporates a TV into the computer so regular TV viewing is done on a 31" screen, but as a task on the computer. The current use of PCs for this task has led to many families having to reboot their TV often due to crashes.

Cooperation with third-party developers is also a priority as they are the driving force behind research and development at the present time.

Darreck also said that he thinks the time frame for the release of AmigaOS 3.5 will be sometime within the next six months. AmigaOS 4.0 should be available before this time next year. AmigaOS 3.5 will use the existing 3.1 ROMs.

Amiga, Inc. is currently trying to collect all pertinent Amiga archives and technology. They are also attempting to assemble a comprehensive Amiga library of Amiga books, service manuals, technical manuals, and any other writings pertinent to the Amiga's technology.

Amiga International is the marketing arm of Amiga and is based in Germany. Amiga, Inc. is the R&D arm of Amiga and is based in North Sioux City, South Dakota.

Interaction with user groups is moving along. A user group network is in the works. (Editor's note: Just today I received an e-mail from an Amiga user group coordination effort. They plan on compiling information on all Amiga user group meetings and asking Amiga resellers to include a flyer with each package shipped.)

The purpose of the Developer Network is to assemble and motivate developers. The Amiga, Inc. sponsored Developer Network should be getting underway sometime around March or April of 1998. Backward compatibility to 3.0, 2.0 and 1.3 (if possible) is a priority for new software, as is standardization on a set of issues. Autoconfiguration and plug-and-play software is also a priority.

Question and Answer Session

The Q's and A's are not word-for-word, but are taken from my notes.

One of the people who had just purchased AmigaOS 3.1 (it was being installed during the



club meeting) asked the following:

Q: Should we buy AmigaOS 3.1?

A: Yes... you will need the ROMs for the updated AmigaOS anyway.

Q: Is Amiga, Inc. interested in the educational software market?

A: Yes... we feel the Amiga is ideally suited to educational uses.

Q: Is graphics card compatibility going to be built into the next OS release?

A: Yes... some type of RTG standard should be included as well as an AHI-type of standard.

Q: How long should we expect to wait before we see new systems?

A: Probably around a year.

Q: How many old Commodore employees are working for Amiga, Inc.?

A: A rough estimate would be around 15 to 20. However, no former Commodore employee has turned us down and have said they will contract out to Amiga, Inc. if necessary to keep their present positions.

Q: Are there any other enhancements to the Amiga you foresee?

A: Possibly support for the Universal Serial Bus (USB).

Q: Do you know how much Gateway 2000 bought the Amiga for?

A: I wish I did, but I have no clue.

Q: What is Amiga, Inc.'s position on UAE, the Amiga emulator available for Microsoft and UNIX?

A: The current practice of pirating Amiga ROMs will be cracked down on shortly.

Q: Will Amiga, Inc. use UAE to sway Microsoft and UNIX users to the Amiga?

A: Probably not...the speed of the emulation on even the fastest Pentiums is only roughly equivalent to an unexpanded Amiga 500.

Q: What does Amiga, Inc. think about Java?

A: We would like to see Java in the next OS, but there is still a lot to be done in this area.

Q: Is Amiga, Inc. considering a "Power Up" style program like they had when the A3000 was released?

A: That will most likely fall into the hands of the licensed Amiga-compatible makers to decide, but

there are many uses for older Amiga systems. For instance, many technical schools modify Amiga systems for test equipment. Also, many cable channels use Amigas for the Preview Guide and also Public Service stations.

Q: Are we going to see any of the current operating system hacks, such as MUI, built into a future AmigaOS?

A: Possibly... however, MUI is too large and bulky to consider making it an integral part of the OS. A TCP stack is a definite possibility, though. Using Shareware and Public Domain OS software which is currently available is probably not an option, because programmers of competing software may claim Amiga, Inc. is showing favoritism by their choices. For instance, Amiga, Inc. currently buys most of its test equipment from many different Amiga mail-order houses for this very reason.

Q: Will the prices of existing systems be dropped, like say \$1000 off the existing A4000T prices?

A: Yes... Amiga motherboards are quite simple in design so cost should reduce, especially after improvements are made to the current design, such as optimization of the existing custom chip set. Today's technology allows chip makers to reduce the size of the Amiga's custom chips.

Q: Is Amiga, Inc. investigating the possibility of giving the Amiga the ability to run software written for other OSes?

A: Yes... I believe there is some work involving making the Amiga a multi-platform machine. There is also the possibility of an Amiga-on-a-card which would effectively take over the processing of an industry-standard system making it essentially an Amiga.

Q: Has Amiga, Inc. discovered a lot of reverse engineering of the Amiga technology?

A: Yes—especially overseas.

Q: Will Amiga, Inc. be coordinating with third parties?

A: Yes... that is one of the main goals of Amiga, Inc.

Darreck said his goodbyes around 9:00 as he had to be up for a 7:00am appointment, and he had two hours of driving ahead of him.

Here is information on how to contact Mr. Lisle:

Darreck Lisle

Public Relations and Events Coordinator, Amiga Inc.

1-888-23-AMIGA

1-888-252-6442 Voice

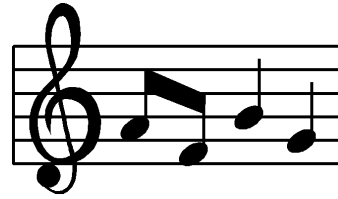
1-605-232-6442 Voice

1-605-235-1002 Fax

AGM

Delfina Lite

Taking the Amiga to New Audio Heights A Press Release



Delfina Lite is based on Delfina DSP, the world's first general use multifunctional DSP audio card for Amiga. From the Delfina DSP some functions have been deleted (serial/parallel ports, memory expansion) and some functions have been added (multiple sound input, expansion port). The modern manufacturing allows a very low price: SRP is \$299.

Delfina Lite is primarily a DSP audio card, and it is best suited for producing and recording audio with optional realtime effects. Effects can be applied on any sound produced by Delfina or external source transparently, and all the sounds produced by Delfina-capable programs or external source can be mixed into Delfina's output. Delfina Lite is also freely programmable for all general computing tasks using the supplied compiler and libraries.

With the upcoming S/PDIF option Delfina Lite turns your Amiga into a professional 24-bit computer audio workstation. The optional serial port adds a new high-speed MIDI-capable serial into your computer with very little CPU usage.

Features:

- 40 MHz Motorola DSP56002 digital signal processor
 - 20 MIPS, up to 120 MOPS
 - 24 bit data bus (144 dB dynamic range)
- 96kB (32kWords) SRAM
 - Zero-waitstate (12ns)
- Stereo audio codec (Crystal CS4231A)
 - Sample frequencies upto 48 kHz at 16 bit
 - Three stereo inputs, one stereo output
 - All inputs can be mixed with Delfina's output
- Two stereo RCA inputs
- One stereo RCA output
- Internal connector for audio input from CD-ROM
- expansion connector for MIDI-compatible serial port and 24-bit S/PDIF digital I/O
- Fully programmable using the supplied software

Requirements:

- Amiga with Zorro-II slot (A2000, A3000, A4000)
- AmigaOS 2.04 or higher
- 68020 processor or higher
- about 5MB of hard disk space

SUPPORT

Delfina Lite fully supports AHI, the retargetable audio standard for Amiga. The number of AHI supporting programs is steadily increasing. In the future, Delfina Lite will also emulate the Toccata card in software.

In addition to AHI standard, Delfina Lite can run multiple Delfina and AHI programs at the same time, and various effects can be applied globally, on a single program output or a single external input, with all the sounds mixed together at wished levels. Only Delfina's DSP usage and internal memory set the limits.

Software supporting Delfina includes:

- Octamed SoundStudio
- AudioLab16 for Delfina
- SoundFX
- Digi Booster Pro
- Hippoplayer
- APlayer
- SinED
- Play 16
- ShapeShifter 3.6
- ...and many more.

Delfina Lite system software includes:

- AHI (Audio Hardware Interface) driver
 - Play&record multiple channel audio
 - AHI standard allows you to write software that works on other audio boards or normal Amiga audio too
- delfina.library
 - For basic operations and user's own DSP software
 - Supports DSP program multitasking
 - Enables audio playback and recording
- DelfPrefs
 - Utility to adjust Delfina's parameters
- DelFX
 - Multiple realtime effects
 - Record and play AIFFstereo samples at 4000-96000 Hz
 - Configurable shortcut effect combinations
 - Can be used to process input or output of other programs
- DelfLoad
 - Shows DSP usage and other statistics
- MUI 3.8 unregistered version
 - licensed for use with Delfina software
- A56
 - DSP56002 assembler
 - Allows you to write your own DSP programs
- Many example programs including source code
- Software upgrades available for free, at <http://www.sci.fi/~petsoff/ftp>

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Catweasel

*The Advanced Floppy Controller
A Press Release*

Catweasel is a new floppy controller that works with standard PC disk drives. The controller handles Amiga and MS-DOS disks, no matter if they're DD or HD formatted. The HD formats are even handled in higher speeds: PC-HD disks are 2.15 times faster, and Amiga HD-disks are speeded up 1.3 times. This can be achieved because the Amiga-HD drives spin at 150 RPM as soon as you put a HD-Disk into the drive. The PC-drive on the other hand spins at 300 RPM, no matter what kind of disk you insert.

Additionally, a strength of the Catweasel controller is reading and writing extraneous formats: Macintosh, Atari 10/11 sector disks and Commodore 1581 disks can be used in a standard 3.5" low-cost drive*.

If you're connecting a 5.25" drive, even more formats can be handled: MS-DOS disks with 360K and 1200K open up to the Amiga-world, and the good old '64 disk is honored in a special way: A filesystem for the Amiga OS is shipped with the catweasel, so you can copy the files from a 1541-disk using the shell or Directory Opus. Copying files for Emulators is no longer a problem, because a full disk is read within 12 seconds. A virtual file "disk.info" shows an icon on the workbench, and another virtual file holds the .d64 image of the disk, as it's a standard in '64 emulators.

With a software update that's available in early '97, you can use floppy streamers with the Catweasel controller. With this sequential device you'll be able to backup your harddisks with AmiBack, Quarterback or Diavolo Backup. The speed will be about 2MB/minute. Naturally, this software update is free!

The controller is connected to the IDE port of the Amiga 1200/Amiga 4000. You can still connect 2 harddisks or 1 harddisk and 1 CD-ROM. To be compatible to the common 4-drive adaptors, a special adaptor is available for the clock-connector port in the Amiga 1200, and it's fully compatible to all known turboboards and harddisks. No problems with the clock on the accelerator cards occur.

A Zorro-II version of the card is in the works. It will include some additional features, as there are: 3 IDE-Ports for cheap CD-Roms and harddisks, a bootrom for booting from Catweasel drives or a harddrive, and a local expansion port. This expansion port can carry an optional I/O module with 2 serial and 1 parallel interface. A special sysop's I/O module will carry 8 serial ports. Each port has a 16-byte fifo to keep the interrupt-load low.

A1200 Model: \$ 114.95 – A4000 Model: \$ 114.95 – Zorro II Model: \$ 139.95. AGM

Worms DC

by Eric W. Schwartz

From the Amiga Gazette, Dayton, OH

Many of you have heard of Worms, especially since it has appeared on nearly every platform from PC to Playstation. It originated on the Amiga however, and Andy Davidson, the creator, decided to make a new AGA-only pumped up version with extra features, making this the best version of Worms currently existing and the "Director's Cut" title particularly apt.

For those who don't know, Worms is a variation on the old Artillery/Scorched Tanks theme, with some "Lemmings" sensibility and a lot of silliness thrown in. You control a team of four worms with the sole purpose of killing one or more other teams of computer or human-controlled worms. Each team member gets a limited time to get into position and take a shot at the opposition with a bazooka (standard weapon — calculate firing angle and shot power to hit the enemy, compensating for landscape and wind) or several other weapons, including homing missiles, shotguns, mines, dynamite, and exploding sheep. Director's Cut adds new, sillier weapons such as three more types of sheep, homing pigeon, old ladies, the legendary Holy Hand Grenade, and the ever-popular mad cows. Some of the old weapons and utilities are beefed up or changed to make them more useful. Basically, all these changes add up to the best version of Worms available anywhere — until Worms 2 shows up, and current info says that may never show on the Amiga.

The old Worms was at least partially configurable, to make playing more enjoyable, and it had the ability to load IFF pics, so you could make your own landscapes. DC expands on this with extra colors afforded by AGA, and also gives you a prefs program to produce your own info and graphics to feed into the random landscape generator. You can also configure game settings, sound samples, and other good stuff. The game is not copy protected, installs easily on hard drive, and works beautifully on my A4000. It seems much more bug-free than the original Worms. It can start from and quit to Workbench, work in NTSC and PAL, and minimize on Workbench when not in use. All it needs is graphic card support and a "boss hotkey," and it would be perfect. I only found one thing that did not work quite as advertised. The game settings appear to save, but will not load back into the game, so they're useless and you have to change your setting manually every time. Apart from that, I can't find a thing to complain about in the game, and that is a feat. (I do miss the CD music and video tracks of the C32 version, though.)

So, should you go out and buy this game? Unless you need constant frantic action or you only play RPGs, I would say yes. Worms DC is very pretty, it's a fun game to

...Continued on Page 7

Billion Dollar Bill

What's a Billionaire To Do With All That Money?

From the Newsletter of the Champaign-Urbana Commodore Users Group

At last count, Bill Gates had an estimated net worth of \$42 billion dollars (\$42,000,000,000.000). He has earned since his birth an average of \$32.31 per heartbeat, and this is escalating. He recently donated \$200 million to place computers in libraries across the country. This is 1/210 of his wealth.

Here are some other things he could do:

- Pay NBA MVP Michael Jordan's salary for 1,394 years.
- Give every man, woman and child on the face of the Earth \$7.00, and still have enough to live comfortably.
- Pay every California Lottery prize for the next 34 years.
- Fund 158 Mars Pathfinder missions.
- Fund the US Department of Education for 19 years.
- Pay tuition for the residents of Seattle and Tacoma to go to the University of Washington for four years.
- Fund the US presence in the Persian Gulf for 11 months.
- Fund the US peacekeeping forces in Bosnia for 157 years.
- Buy 233,346,297 copies of Microsoft Windows 95.
- Buy 1,680,000,000 copies of his own book, buy more with his royalties from those sales, continuing the cycle and easily become the best selling author of all time.
- Make Hanson the most successful musicians of all time by buying 3,529,411,765 copies of *Middle of Nowhere*.
- If he wanted to challenge George Lucas (worth only \$2 billion), he could make 227 sequels to *Waterworld*, or

35,000 sequels to *Sling Blade*.

- At the median donation for spending a night in the White House, he could stay in the Lincoln Bedroom for 46,300 years.

- If he wanted to go on a killing spree in Los Angeles County, at the rate that Simpson was charged, he could kill 3,360 people and pay all his attorney fees and punitive damages.

- At the rate of 1/2 ounce per \$27 million, he could pay Mike Tyson to eat 1/5 of Evander Holyfield.

- He could fly from Seattle to Paris and back on Air France 45,258,621 times.

- If he wanted to go to a local baseball game, he could buy Seattle Mariners season tickets, all of them, for 411 years, and with his spare change could buy the team and the Kingdome.

- At Denny's, he could buy a Grand Slam Slugger Breakfast for 9,150,326,797 people.

- If he couldn't get service, he could buy every man, woman and child in China a Big Mac Extra Value Meal, as long as no one got Super Sizes.

- If they preferred, he could buy 17 billion packages of Top Ramen noodles.

- He must like coffee, and could buy over 6 billion pounds of French roast at his local Starbucks.

- Speaking of a cup of coffee, he could support one of those Sally Struther's foreign kids for 113,341,969 years.

Perhaps what he needs to spend money on most is a new pair of glasses and some hair conditioner. [AGM](#)



The Top Fifteen Signs...

That Microsoft Owns Part Of Apple

From the Newsletter of the Champaign-Urbana Commodore Users Group

15. Apple's stock fell only 25% last week.
 14. Bill Gates's birthday now a paid holiday for Apple employees.
 13. Default Mac startup sound changed to "Taps."
 12. Wall Street brokers have stopped using Apple stock certificates as toilet paper.
 11. Apple's new slogan: "Almost as good as Windows!"
 10. Apple has been bent over with its pants dropped for so long now, even a geek like Bill Gates was bound to get lucky.
 9. Cute rainbow-colored apple now inhabited by cute rainbow-colored worm.
 8. Microsoft comes out with an operating system incorporating Mac technology... uh, wait a minute...
 7. Phone and utilities mysteriously start working again at Apple's corporate HQ.
 6. Steve Jobs seen tending bar at the Gates' private lawn party.
 5. Diners in Microsoft's staff cafeteria can now enjoy their apple pie purely for its wholesome goodness and no longer as a symbolic act of global domination.
 4. Unsold Newtons used as cobblestones in Gates's driveway.
 3. Apple Employee of the Month gets to hunt loose change at Bill's house.
 2. New Apple employee dress code includes large "Property of B. Gates" tattoo on ass.
- ...and the Number 1 Sign That Microsoft Owns Part of Apple...
1. Bill Gates still burned in effigy, but upper management no longer attends. AGM



Delfina Lite

Continued from page 4

3. MORE INFORMATION

Delfina Lite boards are available for order now.

WWW site is at <http://www.sci.fi/~petsoff>

To order, use the WWW order form, or mail to:

Petsoff Limited Partnership

P.O. Box 1009

FIN-53301 LAPPEENRANTA

FINLAND AGM

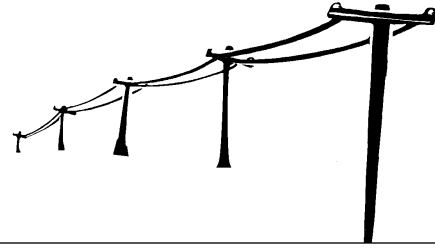
Worms DC

Continued from page 5

play for a short break or a long stint, and if there's something you don't like, you can probably change it. If you already own the original Worms, you may want to think about it a bit. DC doesn't offer a giant amount over the first game, but if you're a Worms fan, you'll get it anyway, like I did — and if you do own Worms classic, you may want to search out a bargain on DC, unlike I did. AGM

BBS News

*The Best of The BBS Uploads
Selected by Bill Raecke*



There's a new version of Studio II Professional available this month. Studio II is the premier commercial print driver and print utility package. As I reported a few months ago in this newsletter, the output is remarkable. It supports all HP, Canon and Epson printers. This update is for registered owners. The primary addition is support for Epson's newest printers: the 400, 600, 800, 1520 and 3000.

In the September issue, I reported that Miami, the best of the TCP/IP stacks had been updated. Well, I have the same thing to report this time. Miami is now at version 2.1f. This update serves as a limited working copy for those wanting to try it out (it provides a limited connect time) or a fully functioning update for registered users.

This month brings some good news and some bad news to gamers. The good news is that we have new versions of Deluxe Galaga and Deluxe Pacman. The bad news is these will be the final versions... the author has gone over to the dark side and won't be programming for the Amiga any longer. In the meantime, this is an excellent chance to get these classics. In my "humble" opinion, these

are two of the best games ever written for the Amiga — and I'm including commercial games in that assessment. For pure enjoyment and playability these can't be beat. If you've never played them, take this opportunity to do so. If you have them already, be sure to get the updates. In either case, say goodbye to your free time. Thanks, Edgar M. Vigdal... we'll miss you.

Did you say you wanted to add to your collection of pictures? In the last month there have been 40 excellent pics added to our collection. For the most part they are animal pictures: birds, leopards, seals, fish, crabs, frogs... even a wart hog. You'll see some samples in the newsletter.

MCP (the Master Control Program) just keeps getting better and better. This month you'll find the official 1.30 release. MCP provides customization for your Amiga. And it does so many things that it replaces virtually every other commodity you have in your system. There is a gadget patch to improve the look of your Workbench; there is a mouse blanker; there is a font cache; there is a screen promoter; there is a screens menu that allows you to flip between screens via a menu attached to the screen front/back gadget; and far too many other things to mention here. Just get it!

One thing MCP doesn't do is improve the looks of your menus... or provide pop-up menu feature. For that you need to get Magic Menu. The pop-up menu feature takes a little time to get used to, but it can be a real time-saver. But whether you use that feature or not, you'll appreciate the way the menus look. You can also modify the way the menus function if you like. You can even have them behave more like Windoze if that's what you prefer. It's all configurable... use the features you like — leave the rest turned off.

Datatypes? Sure, there are the normal updates to the picture.datatype, the AKJFIF.datatype and the AKPNG.datatype. There are also GIF, IFF, ILBM and FAXX datatype updates. It pays to keep current.



Meeting Notes



Amiga By-The-Loop Meeting Johnny C. Kitchens

With the coming of the hottest month of the year comes the least amount of news on what is going on with the Amiga. No new Amigas, no new PowerPCs, and no new news. This is getting a bit old, but hope is still on the horizon.

Our meeting for August was a bit smaller than usual, but it was a very laid-back type of meeting. We had a very good conversation going while waiting for thing to get started on the main presentation. We had decided to see if we could figure out a problem on a 4000 owned by Ned Kelly. He bought a new JAZ drive, the 1 gigabyte removable drive from Iomega, and needed help setting it up. We had a lot of fun trying different things before deciding that the wrong termination was holding us up. Later we found out that wasn't the case! This was fun as everyone was involved in some way, and interest was high. Maybe sometime in the future we can figure it out, completely.

September usually brings some cooling of the weather, and the end of summer. It also finally brought some news and rumors. The first PowerPC accelerators have been shipped! Some speed comparisons are available, and WOW does that thing move. What will happen next depends on a complex chain of events. One being Apple possibly affecting the PowerPC world. Another great story, comes in the form of what is going on at Gateway. The rumor is that they are hiring programmers, technicians, and engineers and they have a new building for the Amiga people.

Our meeting started off tonight with news on our

METCOM that will not be called METCOM. You can read the details elsewhere in the newsletter. Come on out and at least say hello! We got some very favorable reviews from someone who discovered Deluxe Galaga on the BBS. It is a great arcade style game that can keep you playing for hours! We next discussed some printer problems, and some good news... Epson has decided to support the Amiga. If you haven't checked out their new 1440dpi inkjet printer line, then now may be the time. Show them we appreciate the support. We discussed available Internet service providers, and their prices. What a variety!

For our main presentation, we once again got Ned Kelly to bring in his 4000. This time for a battery change, or so we thought. Battery replacement in our Amiga computers can get to be a necessity. Some Amigas have been around for a very long time now. While we don't have to worry about the Y2K bug, we do need to watch out for dying batteries. After dying, the battery moves to leaking and this can result in expensive damage. Since Ned had been noticing time problems — time set wrong after a cold boot — it was decided that changing the battery was a good idea. The problem is that dealers either don't carry the battery, or they don't know about it. I encountered both types in searching. One guy told me you don't replace it, just plug this battery (he handed me a big black battery) into the connector next to that one on the motherboard.



Our installer got a bad steer as well. He was sold a Lithium battery (the Amiga uses a rechargeable Ni-Cad battery) that said it was dangerous to recharge as it could explode. Discovering that ended that presentation. We quickly came up with an alternate, and installed MCP on the system. MCP, now up to version 1.30, is the ultimate commodity that can do it all, or at least it seems to. Many things requiring lots of other programs can be accomplished by this one package. Check out the club library or BBS for this file, it is worth a look. Maybe next at the next meeting we can replace the battery, I found some at Fry Electronics!

Amiga North Dallas Meeting Michael Turner

Our September meeting got off to a late start as it took our esteemed President Gus a few minutes to quiet everybody down to call the meeting to order. Actually, I guess the meeting started early, it just took a few minutes for any sort of organization to catch up! Sort of an organized chaos, if there is such a thing.

After Gus got a few words in to officially start the meeting, a few bits of news and rumors did surface. MUI is now updated again. Up to version 3.8? Also, Eddie mentioned that Gateway has either broken up or added to Amiga Technologies so that there is an American company named Amiga Technologies now.

One member brought an A2000 that was having hard disk problems upon bootup so we all got to take a good look at the inside of an A2000. Thomas Dye figured out that the hard disk was, as the federal government would put it, "...in a functionally non-viable state...", and that solved the problem of the non-booting A2000.

Ned Kelly gave us a few tidbits about the upcoming Flea Market Extravaganza. It will be held in the Brookside

Recreation Center in Hurst on Saturday, October 25th from 12 noon to 4:00 p.m. There will be the flea market, the club's library, and Ned also mentioned he had a verbal promise from Commodore Country to be there. There will be no classes this year as the Rec Center is only one big room with no dividers, however there should be plenty to do and see if it is anything like last year!

Ken Doll has graciously agreed to be the North Dallas' Chapter official collector for the flea market. His phone number is 972-424-9782. Please contact him if you have stuff to sell at the flea market and you can make arrangements to get your stuff to him and get a "flea market sheet" to fill out.

Ned also had a couple of reminders concerning your flea market goods. Items will not be accepted later than October 18th unless special arrangements are made with the flea market collector. Apparently, there were some problems with people bringing items the morning of last year's MetCom. Please do not do this. This makes setting up a hassle and turns the paperwork into a headache for those who are unselfishly volunteering to do such things!

All flea market items will be picked up from the flea market after it is over by the flea market collector and you can collect all of your unsold items from him at a later date by arrangement. Please do not try to collect any unsold items right after the flea market. Again, it just turns the paperwork that has to be done later into a big mess!

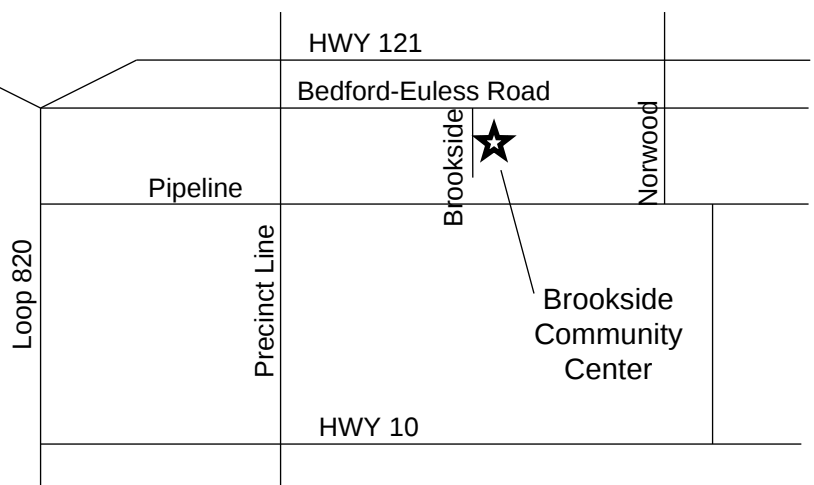
Lastly, the end of the century is just around the corner. There have been a lot of news stories about how all the early and not-so-early PCs may have to have their clocks and the programs that use them updated to keep them from crashing after 1999. Thomas Dye figured out that our Amiga clocks and software are good to the year 2099. Just one more way the designers of the Amiga were way ahead of everybody else at that time.

Anyway, the time for our next meeting is October 21st at 7:30 p.m. See Ya' There!

The Flea Market Extravaganza

**1244 Brookside Drive
Hurst**

**October 25
Noon – 4pm**



The MCCC

Statement of Purpose: The Metroplex Commodore Computer Club is a not-for-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the use of Amiga (formally Commodore) computers in the home, at school, and in business.

Legal Stuff: The MCCC is not connected with Gateway 2000 or Amiga International. The Amiga product name is a registered trademark of Gateway 2000.

Meetings and Membership: Our meetings are open to all. Family membership dues are \$24 per year or \$15 for six months and entitle the member to a mailed copy of the newsletter and free access to the club's extensive public domain and shareware software library. An additional \$12 annual fee provides access to the MCCC multi-user Bulletin Board System.

AGM Journal

Copyright Information: Material printed in the AGM Journal is not copyrighted unless so noted. Articles may be reprinted or otherwise distributed by other groups or individuals who may find them helpful as long as proper credit is given to the author and to the AGM.

Advertising: The AGM Journal accepts two kinds of advertising. Member ads are those which are submitted by a member and which are not of a commercial nature. There is no charge for member ads. Commercial ads are those which advertise multiple like items for sale. Rates for camera-ready commercial ads are as follows for a single month or (prepaid consecutive three months): Full Page — \$36 (\$96); Half Page — \$18 (\$48); Quarter Page — \$12 (\$32); Business Card — \$6 (\$16).

Articles: Members are encouraged to submit articles. Articles may be submitted in virtually any Amiga-generated format. They may be uploaded to the MCCC BBS or sent via e-mail to wraecke@arlington.net, or submitted on disk.

Deadline: The deadline for submissions to the AGM Journal is 7am of the fourth Saturday of each month. Payment must accompany all ad copy. Make checks payable to MCCC and mail c/o Bill Raecke, 2614 Charolais Way, Arlington, Texas 76017.

Extra Copies: Extra Copies of the MCCC News are available at \$1 per copy. Orders should be forwarded with the required fee by the newsletter deadline.

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Vice President.....	Mark Stodola.....	972-299-6824
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Secretary.....	Okley Moss.....	817-282-7751
Librarian.....	Ned Kelly.....	817-277-5825
Education Chair.....	David Owens.....	817-577-2304
BBS Coordinator.....	Okley Moss.....	817-282-7751
Newsletter Editor....	Bill Raecke.....	817-465-2014

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Amiga By-The-Loop Chapter

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Vice President.....	Wayne Brodnax.....	817-244-0828
Treasurer.....	John Malmstrom.....	817-282-6158
Secretary.....	Johnny Kitchens.....	817-649-8632
Librarian.....	Ned Kelly.....	817-277-5825

Amiga North Dallas Chapter

President.....	Gus Reiter.....	972-713-8660
Vice President.....	Steve Nichols.....	972-530-6345
Treasurer.....	Eddie Corr.....	972-423-1947
Secretary.....	Michael Turner.....	972-216-9138
Librarian.....	John Cummings.....	972-618-5308

BBS Numbers

Metro.....	28,800 BAUD.....	817-268-4191
Local.....	28,800 BAUD.....	817-280-9900

Definition For The Month

A dmiration: Our polite recognition of another 's resemblance to ourselves.

Calendar Of Events

Oct 7 MCCC Board of Directors Meeting
7:30 pm — Dave Owens' place
4640 Greenfern Lane, Fort Worth

Oct 14 Amiga By-The-Loop Chapter
7:30 pm
Bell Helicopter Training Facility
Trinity at Norwood, Hurst

Oct 21 Amiga North Dallas Chapter
7:30 pm
Black Building
Addison north of Westgrove
Near the tollway

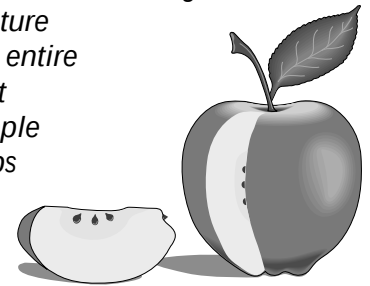
Oct 25 November Newsletter Deadline

Oct 25
FleaMarket Extravaganza
Brookside Community Center, Hurst

Top Ten Reasons...

Top Ten Reasons Microsoft Just Invested
\$150 Million in Apple

10. Bill Gates found spare change in his trousers
9. First and last month's rent on empty office space in Cupertino
8. Fee: Steve Jobs to give charisma lessons to Microsoft CEO
7. Two words: Rhapsody 98
6. Small price to pay for world domination
5. Bill to Larry: I own you now, too
4. Jobs and Woz threw in a signed Apple I as part of the deal
3. Best way to assure Gates a starring role in next Pixar animated feature
2. Easier than bribing entire Justice Department
1. Strategic move: Apple users now hate Jobs more than Gates



The AGM Journal

MCCC
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